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By *ADAM FITZ-ADAM.*

To be continued every THURSDAY.

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To Mr. FITZ-ADAM.

SIR,

THE impatience of the public to be farther inſtructed in the ROYAL GAME of HAPPINESS, has no doubt been very great, ſince your publication of my letter on that ſubject, the 11th of laſt month: for where the ſtake is ſo conſiderable, the deſire of playing the game to the beſt advantage muſt needs be exceſſive; and where the cards are ſo numerous (though the generality of players think them too few) the addreſs required muſt be almoſt infinite.

HAD

HAD it not been for this truly entertaining game, Adam and Eve, with all their innocence, had paſſed their hours but dully even in paradiſe. Before the fall, they played the game in it's original purity, and with the utmoſt ſkill; afterwards indeed they were guilty of many revokes and overſights, as were their immediate deſcendants, though they conſumed an immenſe quantity of packs of cards. Methuſalem ſpent more time at the game than any man; but with what ſucceſs is not abſolutely certain. Tradition, with tolerable exactneſs, handed down the rules of play from father to ſon, to the death of Solomon, who in his younger years was a great lover of this game: it afterwards became various and incertain, by the novelties and innovations that were every where introduced into it. In France one method of play has obtained; in England another: in Japan it is played very different from what it is in Peru.

FROM the corruption of this ROYAL GAME of HAPPINESS are derived all our modern games; and ſo fond are we of theſe inventions, that the true old game is almoſt imperceptibly forgotten. Happy is it therefore for the world and me, that neither the ſplendid honours of the bar, the reverend dignities of the church, the profound reſearches of phyſic, nor the aerial caſtles of politics have diverted my attention from the more honourable and uſeful inveſtigation of the long-loſt rules of this ROYAL GAME of HAPPINESS.

WHEN I conſidered that every ſcience has it's myſtery, that chymiſtry has it's philoſopher's ſtone, geometry it's quadrature of the circle, aſtronomy it's longitude, mechanics it's perpetual motion, and natural philoſophy it's gravitation, it ſoon occurred to me that ſocial life muſt likewiſe have it's occult myſtery, which, like a key-

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ſtone in architecture, ſuſtains and ſupports the whole edifice. When I conſidered the various and general principles of animated life, I plainly perceived that PLAY was the great pervading power, from the leviathan that ſporteth in the waters, to the microſcopic inſect that wantons inviſibly in the air. When I conſidered that the mighty fabric of the univerſe might only be a GREAT GAME, played at by ſuperior exiſtences, I was led to think that it was agreeable to the moſt reverential ideas of nature, to ſuppoſe that life was nothing elſe than PLAY. And when I likewiſe conſidered that the paſſion for gaming was univerſally predominant in mankind; that it was the natural remedy for all cares, and the only amuſement of the irkſome hours; I readily diſcovered that life was indeed nothing more than a certain term allotted to play at the ROYAL GAME of HAPPINESS.

As the great ſecret of this GAME depends principally upon the playing well the court cards, as ſoon as I ſhall have procured a patent for the ſole and excluſive privilege of teaching (which I make no doubt of obtaining, by the favour of ſome great men, my particular friends, who have more than once pulled off their hats to me; and one in particular, who was ſo graciouſly condeſcending as to aſk me one day what o' clock it was) I ſhall then take care to appoint under-teachers in every pariſh, to inſtruct the good people in the country in the beſt and propereſt manner of playing the ſeventh cards, which when they are thorough maſters of, they will ſoon become perfect in playing the other cards.

HAVING in my former letter touched upon the general properties of the game, in compliance with my promiſe, I here ſubjoin the moſt neceſſary rules and directi-

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ons for attaining a thorough knowledge of this ROYAL GAME.

RULES *and* DIRECTIONS *for playing at the* ROYAL GAME *of* HAPPINESS.

WHEN you begin a new game, recall to your memory the manner in which you played the foregoing one, that you may avoid a repetition of the ſame miſtakes.

WHEN you have well conſidered the card you are about to play, play it with ſteadineſs and compoſure; and be ſure not to betray any ſuſpicion of your own ignorance.

WHEN you ſhuffle or cut, do it above-board, to prevent any ſuſpicion of deceit.

IF you have won a large ſhare of the ſtake by playing a particular card well, be cautious of venturing it all on any ſingle card in the ſame deal, unleſs you play a forced game.

WHETHER you play a ſmall, or a great game, exert your beſt ſkill; and take care not to diſcover the badneſs of your hand by peeviſhneſs or fretting.

OBSERVE the play of others, and draw conſequences from it for the improvement of your own game.

IF you play at court, remember to hold up your hand, and attend to the fineſſes of the place. If you play your cards well there, you may conclude yourſelf a tolerable maſter of the game.

WHEN you are in the country, play frequently with your neighbours and tenants; they generally play better than finer folks, and will greatly improve you in the plain rules of the game.

AVOID

AVOID the general error of this game, of fancying that every body plays better at it than yourſelf.

IF you agree with a lady to go halves with her, the agreement once made, you are not at liberty afterwards to find fault with her game.

WHOEVER drops a card, loſes it; and one card loſt, is of very bad conſequence in the game.

WHEN a card is once played, it can never be recalled.

SELDOM play from your own hand; you win moſt by playing into the hands of other people.

TEACH your children to play the game early, and be ſure to put money in their card-purſes: for if they wait for it till your death, it may be too late to learn the game.

GOOD humour is a more neceſſary requiſite at this game than good ſenſe; but where both are joined, ſucceſs is almoſt certain.

THE greateſt proficients in all other games, are the moſt ignorant of this: the beſt players are thoſe that practice moſt in their own families.

KINGS and princes are generally ſtrangers to the game, and their miniſters want time to learn it.

GREAT dignitaries in the church, and moſt beneficed clergymen are too indolent to play at it in public; and their curates are forced to be lookers-on, for want of a ſufficient allowance to pay for their cards.

POETS and authors have ſometimes ſtruck a bold ſtroke in the game; but of all men living they are the moſt liable to miſtakes; and it is generally obſervable that the whole table is againſt them.

MOST